

Anduin

* #10 By Eric Kane 15 May, 1982 *
* 1976BU, 1981IE, IM, IP, IR, KE, KI, 1982D, 1982BxMD2, Chess. *

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Here we are again, this time with issue number 10. Much to much has been going on recently, both in the hobby and in my personal life. So first let me apologize for the lateness of last issue. As I explained, I had some problems with the printer so it ended up coming out a week later than it should have. hopefully, this won't happen again but it was unavoidable this time. one thing that ought to help is the aquiration of my own Apple this summer along with a printer. Then I won't have to shuttle back and forth to Brian's house, my house, and our friend's house who prints this for us. Again I am sorry for the delay and the problems it may have caused.

Next problem: I was extremely busy last month with school so I didn't have much time for Anduin which led to a major gm'ing error of mine, actually 2 errors. I lost a set of orders sent in for the Youngstown game but fortunately, this didn't have a great effect on the game as I delayed it anyway. However, I also lost a set of orders for a regular game, 1981IR France. I was not aware of it at the time so adjudicated the season recording his moves as an NMR. Fortunately, I have since found his orders so I am reabjudicating the season. For more on that see the report of 1981IR. The orders I lost were from Dick Martin who reported it to me immediately of course.

Another problem that arose last month was that Chip Charnely wrote to me about the Youngstown game (he is playing Japan) and said "India's, wasn't the only set of orders you lost! I have in my records that I sent in orders also." Well, I'm sure I didn't recieve anything from him so I guess the USP"S" is responsible for his NMR'ing.

Glenn Overby finally came out of hybernation and put out the latest issue of Jihad! And, with it came the results of the class of '81 poll. To say the least I must honestly say that I was not happy with my showing. I really thought that I would score somewhat higher than I did. Well, instead of complaining more why don't I just show you the results (leaving out the subzines):

Rank	Name	Rating	# Votes
1	Europa Express	8.24	34
2	Sleepless Knights	8.18	22
3	The Schemer	7.08	13
4	Irksome	7.00	23
4	Tacky	7.00	6
6	Give Me A Weapon	6.50	28
7	Paranoic's Monthly	6.47	17
8	Dot Happy	6.33	30
9	Coat of Arms	6.14	22
10	Anduin	5.90	20
11	GWIMM	5.80	20
12	Erebor	5.27	15
13	The White Duke	4.86	21

14	Klepto Mania	4.00	8
15	The Chamber	3.67	27

In addition, a number of other zines were only named on less than 10% of the ballots (4 times or less) but there isn't any need to list these I think. My main gripe is that some zines with very few votes were higher up. I felt that any zine with less than say, 15 votes, shouldn't be counted in the main list. Actually, I can't really complain about my showing but I must admit that I had my hopes set on finishing in the top five. I was also surprised at Dot Happys rather low showing considering that he was second in the Leeder polls last year. In any case, congratulations to Gary Coughlan for his well deserved first place finish. No doubt he will also finish first in the Leeder polls!

LETTER BOMBS

From Rod Walker:

Eric:

Just recieved Anduin. Not much to say here, but I'll say it anyway.

Steve Cartier's sometime pseudonym is spelled Brannan, not -gn. This is a common error, but I can't imagine how it happens. In the case, I'm sure it was spelled correctly in my letter.

Dick Martin's comment was unexpected, but very nice. I try, anyway.

Re: Dick's comment on John Caruso. Part of the problem is that John's "kidding" style sounds deadly serious a good deal of the time. I got upset with John originally because I misinterpreted something he said as being serious when he apparently didn't mean it that way.

John and I agreed just to let the whole thing drop and talk about other stuff. Kathy, John, and I had a long telephone conversation the other weekend in which the "feud" was barely mentioned and in which a good time was had by all (I hope). John was flabbergasted by learning that I really do work for Ma Bell. Thanks John, for such a long call.

And thank all you Dippers out there for conducting your diplomacy by phone. We need the money. Just remember (hmmmmm) (you will have imagine the melody, which is better than actually hearing me sing): Reach out and stab someone.... Let's hear it for Scott Bloom (sorry Dick, but he's got the spirit of the thing...).

Actually, the "In six" include none of the people you have mentioned. I am now going to reveal the "In six". They are:

Eric Ozog, "Judy Winsome", Peggy Gemignani, Ron Kelly, Phyllis Byrne, and Steve Cartier. Now all you have to figure out is how they run the hobby.

If dragons are your thing, you will want to get NIEKAS 30, due out in Mid-May. A single copy is \$2.50 (subs are 4/\$6.50)... money to NIEKAS, 106N School St., Ilaconia NH, 03246. The entire issue will be devoted to dragons, and a prominent article on the mythology of the beasts will be by (well, modesty forbids...). A piece of fiction is also possible, but I've not heard for sure.

((Thanks for finally coming right out and revealing who the In6 are. That's a load off my mind!))

From Dave Carter:

Eric,

Gee, I dunno what to bitch about in this letter? Maybe I'll just not bitch at all for a change. ((That's what you said last time!)).

Burnout! I don't know why veteran publishers go around telling new GMs not to get too involved and "Burnout". I don't know of a single new publisher who has paid attention to this. The key point is that once you realize you have overextended yourself is that you take the proper steps to disengage. I don't mean like dropping out eh. New GM's always take on more games then they can handle usually because after a year or so it's not as much fun as it used to be.

For myself, I enjoy all aspects of the diplomacy hobby, and as a result I spend a lot of my hobby hours on dippstuff. Before this it was Electric Trains and before that it was stamps (Stamps are a minor pastime now), before that it was being single and free...sigh...So I guess dippy fills a need right now. Maybe it'll change when I go thru puberty? Nothing to do with burnout but I have a habit of losing track of the theme of the paragraph.

Just saw "Sword and the Sorcerer". God! Talk about gory and bloody! Julie said that I can see the next one with my brother because she isn't going with me any more. My only comment is that the film is bloody. It spend's too much time on the Sword aspect and not the Sorcery.

What else? Have you seen the Freshman Poll. I figured Gary would win but I thought that Anduin would be much higher than it was. I certainly rated you higher..Grovel...Grovel...please don't NMR me? What happened? Do you have hobby enemies? I thought The Chamber's 3.67 was grossly overrated! I think I gave him less. For his GM'ing he can count on getting a big fat "O" from me in the Leader's GM poll. Pure crapola. Even Don Del Grande does better! Better luck next year???

Oh well, that's it for now. Gotta get my orders in before the pre-deadline deadline day deadline.

Live long and prosper!

I also thought I would do better as I said before. Thanks for the vote though and I'll try not to NMR you!))

From Dick Martin:

Eric,

And now, a word from our sponsor...

First - the letters -

Mine regarding Gary is old news. However, I never said he wasn't "within his rights." That wasn't my point at all. My point was that he was "defending" himself against a joke. Paranooids usually act within their "rights", so to speak.

I view "burnout" differently than Walker and Berch. Sure, game overload is a factor, but it's not a major one. The

major-factor, in my opinion, is the balance of the work load - the more that the subbers contribute, the less likely the burnout chances. Of course, if a pubber fills the zeen up with games, there's not much room for anything else. I could probably put out 30 page Retals every month and not approach burnout because it's the subbers that make the zeen, I just supervise the festivities. To some, that's inconceivable. I still get warned about burnout (chuckle), even though I'm farther from that than ever. It's not an easy thing to do though.

I had no idea who Tapscott was until lately. I'd seen the name in back issues of Graustark, but it sounded like it was a made up name.

About the late arriving moves. OK by me, But don't you think that something as major as this warrants telling all the players?

Your immediate return mail deadlines rule is lousy. Several reasons- 1) Suppose you have 2 retreats, one US and one Canadian -do they have different deadlines? Do you mail their retreats back to the players seperately? 2) Two Weeks is the minimum practical turnaround for most US-Canada-US mail in my experience. 3) The system didn't work when I tried it, and I had to drop the rule for the sake of playability. Despite what you may think, no zeen is like Graustark. 4) The purpose of the rule has been defeated -it is supposed to allow players to diplomacize and order their units after knowing the retreats, right? Well, you mail the zeen the 15th -it gets to Canada on the 21st - the player dashes to his PO and sends you a postcard with retreats which arrives the 27th -you dash back to the PO, he sees the retreats on the 3rd. Deadline is the 8th, ((9th Dick)) what can he do? No time left for dipping and maybe enough to send in a move change. What's the point? 5) It's an extra expense of time and money that you don't need.

The deperate man is a brilliantly hilarious writer. Other than that, I have very little to say about him that's nice.

((After thinking about what Dick wrote, I've decided he's right which calls for another houserule change! (The last one for quite a while you'll be glad to hear). See the next page for the new HR regarding retreats and season seperations.

I think I'll allow Gary to reply to the part about him if he wishes to. Thanks for the sound advise Dick and sorry for the mix-up in your game.))

Speaking of Dick, he asked me to publicize that he will be conducting the hobby census this year so to all you pubbers out there, try and send him a list of your subbers sometime in the near future if you can. Mine will probably appear in the July issue.

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HOUSE RULE CHANGES

Like I said, this will be the last for quite some time as I think I've covered all the important topics concerning HR's. No need to go on just for the sake of it right? Anyway, change rule XVI to: Retreats. If there is only one option for a retreating unit, the gm will arbitraely retreat that unit to that one space. In the case of more than one option for the retreating unit, then orders may be made conditional upon it's retreat. This goes for all retreats. If there are more than 2 retreats in any one

season, the gm may sepearate the season. In other cases, the season's will only be seperated if three or more players wish for it to be.

In the case of NMR, all retreating units will be removed.

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"The Chasmbridge Ogre"

By Gregory Stewart

Somewhere north of the Barrier Mountains that lie near the border of Anduin is the infamous and dangerous Chasmbridge. It spans an enormous canyon that is said by some to be bottomless. The sturdy iron and stone bridge is the only known pass throught the Barrier Mountains. Once it was heavily trafficked but now lies bleak and nearly abandoned. Its sole occupant was an exceedingly hideous Ogre whose name was Martin. He was the direct cause of the decline in travellors (not a few disappearing into his infinite gullet). Because of this lessening in the flow of wanderers, the times were lean for the Ogre. No one had bothered to cross his bridge in many seasons and he had benn forced to change his diet to montain lizards and rock rats.

The Ogre had not given up hope on the bridge. Martin always maintained that the good citizens of Anduin would once again come marching across his bridge in droves. When that time came Martin would once again put layers of fat on his now bony torso. It would be so wonderful to taste flesh of man once more. He dreamed about it at night and would often awake with a mouth full of gravel from biting the ground in his sleep. Sometimes, he dreamed that he was eating a whole caravan of fattened merchants, tender wenches, and savory slaves. Right now, however, he would settle for even a scrawny, skinny man. That would certainly do wonders for the groaning moaning nature of his shrunkn stomach.

An old one-eyed buzzard circles overhead catching air currents here and there and spiraled lazily downward toward Martin.

"HMMMMM..." Thought Martin, "Now what brings old Woody out so early in the morning? Maybe he's going to try to pawn another copy of 'Coat of Arms' on me. Well, if he does 'Retaliation' is my middle name."

As the buzzard flew closer it became obvious that he was not carrying a zine or any other paper for that matter. The puzzled Martin began considering other alternatives.

"Maybe he's looking for a handout. Well, he's come to the wrong Ogre. No, that's not like him. Maybe he thinks I'm dead and has come to pick my bones clean. That's not the answer, he can see that I'm still alive. Whatever he wants, he's not going to get it until he spcts a few lizards and rats for breakfast!"

At last the large bird landed awkwardly several yards from the Ogre. It squawked and said, "Feast today, Martin! There's a human walkin up the road 'bout a mile from the bridge!"

"This side of the chasm?"

"Yes."

"Is he armed?"

"No, he's not even wearing clothes!"

"Yum! Don't even have to dress him!"

The Ogre was excited. He danced around, threw some rocks down the canyon. His merriment abated a bit when a thought struck him!

"Is he fat?"

Woody shook his head sadly, "I'm afraid not."

For a second Martin looked downcast, then he brightened. At least his long fast from human flesh would soon end. First he would cook the human over a large fire then boil him in rockrat soup. Yummm yum. Nothing would be left. Not even the bones.

Woody interrupted this chain of thought with, "I'll wager my half that it will take two blows for you to kill him."

"Your half?"

"Yeah. My half."

"What makes you think you're gonna get any of this, Fuddybucker?"

"Hey. I saw him. That's the deal. I spt 'em, you catch em, we eat em."

"But that's only for rats and lizards and dragonflies."

"Why are humans any different?" Enquired the shabby buzzard.

"But it is different. I didn't need you to spot him, he would have come to me sooner or later!"

"Sure he would but you wouldn't have gotten an advanced warning."

"Why does an Ogre need advanced warning?"

The buzzard thought about this for several moments. Obviously he had lost the point somewhere. The only thing left to do would be to evade the question by changing the subject.

"Ogre," He said, "Did you know I saw a troll last night over yonder ridge?"

"Grrrrrr," The Ogre replied, "If there's anything I can't stand is Trolls. I loathe the very thought of them. Why the mere mention of them makes my limbs tremble in anger. Were it not for the fact that you are helping me catch food, I would happily slay and devour your carcass for speaking the foul word. Let it never come forth from your beak again or you shall pay. This I solemnly vow."

"Yes, sir," Said the Vulture, worried, but rationalizing that at least the dumb Ogre had forgotten about the previous argument. He could always convince the Ogre that he was entitled to at least a share of the spoils after the kill.

"How many of those unmentionable ones did you say you saw over yon ridge," Spoke the Ogre.

"Uhhm, Just one."

"Perhaps I should take care of it first..."

"No, no, don't worry about that you-know-what, I saw him slip and fall into the chasm."

"Good, good. Wish I could have been there to watch. Snort."

With that pleasant thought floating around in Martin's head, Woddy decided it would be a good time to subtly mention something about getting a share of the human.

"Say, you know Martin, I reckon I can't think of anything that tastes better than baked back ala man. I can just smell the rich aroma tickling the nose and permeating the air all around the stone oven. Yum yum."

The Ogre looked a bit disgusted, "No, no, no. First you barbecue him over a fire then boil him, you uncultured featherduster."

"Featherduster??!! Uncultured!!!??? You moronic barbarian..."

The two began calling each other names and the argument would have continued but suddenly Martin felt someone tap him on the back. He turned and standing before him was a tall, nude human with long-hair and a small box in his hand. Written on the box were the words "Byrne's universal translator." But they meant nothing to Martin for he was slightly illiterate.

The Desperate man spoke into the translator: "Sorry to disturb you two, but is this Chasmbridge?"

The translator said "Good morning, my fine Troll, could we pass this bridge unheeded? Give this matter careful thought for my master is a very dangerous opponent, slayer of Ogres and friend of Trolls." And it said it in perfect Trollish.

Martin stood as still as a statue. The words were slow in penetrating. His eyes dilated. His face began to get a very bright red. His blood pressure tripled. His fists clenched so tight, his knuckles whitened.

The translator spoke to the Desperate man, "Don't worry about this Troll, I told him your name was Ogreslayer. Pretty smart huh. Bet you can't guess who programmed me. Wrong. It was your friend and pal, Mutant Butler!!"

The Desperate man gagged, "But that's not a Troll that's an Ogre!"

The translator said, "Ah come on, you're pulling my Diodes."

Martin pounced toward the horrible doomed man, mouth open with intent to bite the nude one's head off. Unfortunately, the only thing that entered Martin's mouth when he chomped was the translator. He swallowed it whole.

The Desperate one extended a leg in front of the charging Ogre and managed to trip the bulky monster. Martin fell with a tremendous thump upon the ground causing Byrne's universal translator to speak from deep within the Ogre's stomach. In perfect Trollish it said, "Can't take a joke, you dumb Troll? When your digesting juices get to my central circuits your ears are going to light up!"

Woody watched for a safe distance. He was very patient. After all, someone would lose and then dinner would be served.

The Desperate man ran for the bridge and got to the center when the Ogre caught him.

The Ogre said, "Soon, very soon, my friend you will think of death as the greatest pleasure your impending pain wracked body can endure. The you'll metamorph into Ogre dung!"

The Desperate man tried to think of a witty and amusing riposte but the only thing he could think to say was, "Crud." Then he tried to kick the Ogre in the groin.

Martin was ready for this and shifted his position slightly. How much damage could a nude man do to an Ogre? Especially if the man is being held by the Ogre. Anyway the kick missed its intended target and struck the Ogre squarely in the stomach.

This caused the translator to split open sending a surge of electricity through Martins body, and the Desperate man's body.

Four ears lit up a most pleasant shade of Orange. The shock lasted about five minutes, after which they both collapsed.

Woody looked at the two still forms on the bridge. He quickly flew over and perched himself on the rail directly above the prone figures. With a gentle flap, he landed in front of the Desperate man. Saliva dripped from his beak. Then something caught his eye.

Ten hours later, in the twilight the Desperate man stirred and opened his eyes. His vision focused on the bridge in front of him. Memory stirred and the nude one scrambled up rapidly. He looked behind him and to his surprise the Ogre was gone. But perched on the Chasmbridge was an enormous buzzard. It was obese. It burped and even from where he was standing the Desperate man could tell that its breath was Ogre-scented. When it saw the Desperate one coming toward it, it flew. Or tried to.

The last the Desperate man saw of Woody was him spiralling steeply down the chasm. Even after Woody had vanished out of sight the Desperate one thought he could still hear the muffled voice of the translator far, far below in the unimaginable dark reaches of the chasm.

The thin nude man muttered something philosophical under his breath and continued on his journey homeward poorer by one translator, but richer for his life.

The End

((Another good story Greg! If you ever want to write a "Desperate Man Treasury", just tell me and maybe we can work something out where you collect them all and I'll print them or something like that! I'd probably be interested in doing something like that.))

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1976BU "Winter 1913, Spring 1914"

Last month I incorrectly labeled the season as Spring 1913 when it really was Fall, 1913.

PEACE TREATY FINALLY SIGNED AFTER SIX YEARS OF WAR!

France (Quirk): Builds F Mar. E BAR-St.P(nc); F Ska-SWE; F NIH-Den; F BAL S F Ska-Swe; A KIE-Ber; A RUH & A BUR S GERMAN A Mun; F Mar-LYO; A VEN-Tri; A ROM-Yen; E WES-Iun; E IYN S F Wes-Iun; F Eas-ION; F ADR & F NAP S F Eas-Ion.

Germany (Halpern): Removes F Bot. F NWY S FRENCH F Bar-St.P(nc); A MUN S FRENCH A Kie-Ber.

Russia (Shuetz): Builds A War. E ST.P(nc) S GERMAN F Nwy; F Swe-Den; A FIN-Swe; A LVN S F ST.P(nc); A PRU S A Ber; A Ber, A SIL, & A BOH S A Tyr-Mun; A TYR-Mun; A TRI H; A ALB S A Tri; E IUN S F Ion-Iyn; E Ion-Iyn; F Con-SMY; A Smy-Bul; F AEG C A Smy-Bul; A War-GAL.

The Russian F Swe is dislodged and retreats to Bot while the Russian F Ion is also dislodged and retreats to Apu. With these orders, the players have agreed upon a three-way draw. This is the first game to be completed in Anduin and I feel like a proud father. Thanks to Ken Halpern and Mike Quirk for completing their respective stand-by positions. 2 free issues to both of you! Here

is the supply center chart along with other information on the game:

1976BU

EXPONENT (Seligman) S'01-S'02, TETIACUSPID (Brenner) until W'02, (Kovalcik) until W'10, ANDUIN (Kane) until S'14.

	01	02	03	04	05	06	07	08	09	10	11	12	13
England:	4	5	3	0	-	-	-	-	-	-	-	-	-
France:	6	5	6	7	8	10	11	12	13	13	13	14	15
Germany:	4	5	5	7	8	7	8	7	6	6	6	3	2
Italy:	4	4	4	4	2	1	0	-	-	-	-	-	-
Austria:	4	5	4	4	6	8	8	7	3	1	1	1	0
Russia:	6	5	7	8	7	7	7	8	12	14	14	16	17
Turkey:	5	5	5	4	3	1	0	-	-	-	-	-	-

Here is the final player list:

England: Lee Kendter Jr., (Out W'04).

France: Russel Fox (Res F'02), Doug Hollingsworth (Res F'07), Chuck Doehrer (Dro S'12), Michael Quirk (Draw S'14).

Germany: Ira Rosen (Dro W'01), Eric Verheiden (Dro W'11), Ken Halpern (Draw S'14).

Italy: David Mueth (Dro W'04), Bob Brown (Dro F'05) Dick Martin (Out W'07).

Austria: John Zorbedian (Dro W'01), Ron Kelly (Dro W'11), Randy Ellis (Out W'13).

Russia: Bill McDonough (Dro S'02), Karl Shuetz (Draw S'14).

Turkey: Jud Ditter (Dro S'03), Wayne Norton (Out W'07).

Whew!!! This game was plagued with NMR's! Of course that is to be expected when it changed zines three times and gm's four times. This is also probably due that the game was played over a period of 6(!) years and was probably suspended for a good deal of time until it could find a new home(s).

Players and readers are all of course invited to send in any endgame comments that they wish. I especially would like to hear from M Quirk. Either he didn't realize he had an easy win or else he was extremely generous to his almost non-existent German ally. I will also have my comments in on the game for the next issue. Congratulations to the three survivors!

1982Bxm02 "Spring, 1901"

WAR FINNALLY GETS UNDER WAY!

England (Scheifler): F Edinburgh-NORWEIGIAN SEA; F Liverpool-IRISH SEA; F London-NORTH SEA; E JAHORE-Siam Gulf.

France (Fleming): F Brest-MID-ATLANTIC; A Paris-GASCONY; A Marseilles-SPAIN; E SAIGON-Siam Gulf.

Germany (Hakey): F Kiel-DENMARK; A Berlin-KIEL; A Munich-RUHR; A Posen-SAXONY.

Italy (Slaughter): F Mogadiscio-GULF OF ADEN; F Rome-TYRRHENIAN SEA; F Naples-IONIAN SEA; A VENICE H.

Austria (Anderson): F Trieste-ADRIATIC; A Vienna-GALICIA; A CLUJ S A Vienna-Galicia; A Budapest-SERBIA.

Russia (Jung): A Moscow-LIVONIA; A Warsaw-UKRAINIA; F St. Petersburg(sc)-GULF OF BOTHNIA; E SEVASTOPOL-Black Sea; A Omsk-SIBERIA; F Vladivostok-KOREA.

Japan (Charnely): F Tokyo-SOUTH PACIFIC OCEAN; F Osaka-EAST CHINA SEA; F Kyoto-JAPAN SEA.
 China (Nadaner): A Peking-MANCHURIA; F Canton-YELLOW SEA; A Hankow-SIKANG.
 India (Shuetz): A Calcutta-BURMA; A Delhi-AFGHANISTAN; F Madras-EAST INDIAN OCEAN.
 Turkey (Furey): F ANKARA-Black Sea; A Smyrna-ARMENIA; A Baghdad-JORDAN; A Constantinople-BULGARIA.

Underlined orders do not succeed and caps denote a units final province for the season. Thanks to Victor DuPont for unused SB orders for Japan and thanks to Rick Slaughter for taking over the Italian position. I did finally hear from Dan Falter who wrote:

"As you've seen fit to drop me from Youngstown without ever sending me the map the least you can do is give me a refund."

Dan, I never said I was dropping you!?! As you may recall, I asked Ernest Hakey to send those people in the game who needed maps and rules a set. Which he graciously did. If he didn't send you one then you should have told me and I would have sent you a copy. I know he sent out copies because the other players who needed them got them. Maybe the USP"S" is to blame. In any case, I'm sorry about the mix-up but I don't think you handled it very diplomatically. Also, there isn't any game fee for Youngstown so how can I send you a refund??!!??!

Orders for Fall, 1901 are due by **July 10, 1982**. No that deadline is not a misprint as I'll explain later.
 PRESS:

Germany: The German Empire reasserts its conviction that war is bad for Europe and should be avoided at all costs, but if it cannot be avoided then obviously it should be won as quickly as possible. It therefore renews offers of alliance to all nations.

Tokyo-The World: Eastern Solidarity forever!!

Lon-Par: By my records I have sent you three letters and have never received a reply. What am I to think?

Lon-Rom: Can I interest you in a discussion on World Politics? Perhaps over a luncheon in Paris a couple of years from now.

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 1981IE "Winter, 1903"

SEASONS SEPERATED BY POPULAR DEMAND

England (Brooks): Builds F Liv. Also has F's Lon, Nrg, Nao, Kie, & Den, & A St.P (7).
 France (Ellis): Builds F Bre. Also has F's Iri & Eng & A's Bel, Bur, Hol, & Wal (7).
 Italy (Hakey): Removes F Tyn. Has F's A's Tyr & Mun & F's Nap & Ion (4).
 Austria (Falter): Builds A Tri. Also has A's Bud, Ser, Gal, & Ven (5).
 Russia (Murray): Builds A War & A Sev. Also has F's Swe & Bla & A's Ber, Mos, & Bul (7).
 Turkey (Quirk): Even. Has F's Eas & Con & A's Ank & Gre (4).

Orders for Spring, 1904 are due by **July 10, 1982**. I have orders on hand from everybody but England. Glad to see that your all listening to me and sending in orders just in case!

PRESS:

Brest-London: It's nothing personal but you see...

Marseilles-Vienna: As long as you stay out of Piedmont!

Italy: Ho hum, la dee da- an Austrian who never writes, and the stabs "because he couldn't coordinate with his ally" -sigh. Dan- perhaps we can work it out; I certainly hope so. If not, you will find yourself with no friends and, eventually, no centers. To the rest of the world -I should have listened to you guys long ago - sorry. To England and France -have a nice war, as long as you'all keep out of the Med and Southern Germany. To "Germany" - don't you get tired of being partitioned among your neighbors?!

+++++ "Spring, 1902"

WAR!!!

England (Carl): F NRG & F NTH S A Nwy; A NWY & F EDI H.

France (Kaplan): F Bre-ENG; A Par-PIC; F Por-MID; A Spa-GAS; A Mar-BUR.

Germany (Slaughter): F Hol-HEL; F Ber-BAL; A Kie-DEN; A Bel H; A MUN-Tyr.

Italy (Scheifler): F Ion-EAS; E_NAP-Ion; A TUN H; A Ven-PIE.

Austria (McCloud): F Gre-ION; A Ser-RUM; A Bud-GAL; A Vie-TYR; A TRI S A Vie-Tyr.

Russia (Hakey): E_Rum_S_TURKISH_A_Bul; A Sev-Ukr; A_SWE-Nwy; A FIN & F ST.F(nc) S A Swe-Nwy; E_BQT-Swe.

Turkey (Browner): A Con-SMY; F AEG S AUSTRIAN F Gre-Ion; A BUL S AUSTRIAN A Ser-Rum; F Ank-BLA.

I think the title fits, don't you! The Russian F Rum is dislodged and retreats to Sev. Orders may be made conditional upon this retreat (i.e., if Russia removes F Rum). Orders for Fall, 1902 are due by **July 10, 1982**.

PRESS:

Russia: El Tsaro says, "He who does not listen carefully to the words of a wise man often mistakes them for those of a fool, and thus does not acquire wisdom; He who does listen carefully to the words of a fool will not make this error - therefore one should listen carefully to the words spoken by both allies and enemies." Lesson - be careful what you say, lest thou be adjudged a fool.

Turkey: I sure hope I put my eggs in the right basket...

London: Geez, the Russians are looking a lot like the Argentineans!

Con-Smy: Run away!!!!

London: The London Times announced today that the British task force sent to take over Scandinavia encountered very rough seas and were momentarily delayed. It has been reported to the Times that Scandinavia was held by 23 men in furry coats and funny hats who were doing strange things to the sheep located there!

Rumania-St. Petersburg: Heh boss, the natives are gettin restless -what do we do? Like, with the Turks building boats and the Austrians building barbed wire and bulldozers, we here in the Balkens could be in big trouble!

St. Petersburg-Rumania: El Tsaro replies in person - "Relax! I'm workin on it! Besides, Rumania is and always will be a Slavic province thus is naturally part of Russia -Surely all nations realize this.

Gm-St.Petey: Somehow, I don't think so!

+++++ "Fall, 1902"

GAME DELAYED DUE TO GM'S STUPIDITY

As I explained on the first page, I accidentally lost Dick Martin's (France's) orders. Dick pointed this out to me and requested that I delay the game until I found them or until a settlement could be reached, if necessary, by an ombudsman. Fortunately, however, I have found them and am therefore reabjudicating last season by adding Dick's orders to them. They are:

France: A Mar-BUR; A PAR S A Mun-Bur; F ENG-Mid; A POR H.
The changes on last turn's orders should be that the English F Nao-Mid fails as does the German A Ruh-Bur and both should be underlined. France now has an army in Bur and Ruh & Nao are both back to where they were. The winter adjustments remain the same for all countries. Just to recap, England, France, Italy, and Austria may each build one while Turkey must remove one. I have winter orders on hand from Italy, Austria, & Turkey. The deadline for winter orders only is **June 15, 1982**. Upon receiving these I will notify all the players of the adjustments and the deadline for Spring will be **July 10, 1982**. Again, I am very sorry for the delay and will do my best not to let it happen again. Thanks for your patience.

+++++ "Fall, 1902"
1981KI

Last season I forgot to include the Russian order of F SWE S ENGLISH F Nth-Den. Although this was pretty obvious considering that the German A Den was annihilated!

TURKEY AND GERMANY CUT DOWN TO SIZE

England (Chisholm): A Yor-BEL; F NTH C A Yor-Bel; F DEN-Ska;
F Ska-Den.
France (Hakey): F Mid-WES; A Spa-POR; A Gas-SPA.
Germany (S Lorber): F HEL-Nth; A Bur-MUN; A RUH, A KIE, & A Ber S
A Bur-Mun.
Italy (Quirk): A Mun S RUSSIAN A Pru-Ber; A BOH-Vie; A VEN-Tri; F ION-Gre;
Austria (Murray): A VIE-Tri; A BUD-Rum; A SER-Bul; F GRE S
A Ser-Bul.
Russia (Belliveau): A Ank-CON; F BLA S A Ank-Con; A Pru-BER;
A SIL S A Pru-Ber; F SWE S ENGLISH F Ska-Den;
A BUL-Rum.
Turkey (Osborne): F AEG-Bul(sc); F Con S F Aeg-Bul(sc); A SMY H

This is definitely the most interesting season tactical-wise, that I have ever seen!!!

The Turkish F Con and the German A Ber are dislodged and annihilated. The Italian A Mun is dislodged and retreats to Tyr. The supply center chart for 1902 is as follows:

England: Home, Nwy, DEN, BEL (6). +2.
France: Home, SPA, POR (5). +2.
Germany: Mun, Ber, Bel, Den, Kie, Hol (3). -2 (1 anni).
Italy: Home, Tun (4). No change.
Austria: Home, Ser, GRE (5). +1.
Russia: Home, Rum, Swe, CON, BUL, BER (9). +3(!).
Turkey: Smy, Ank, Con, Bul (2). -1 (1 anni).

England & France may each build 2 new units, while Russia may build 3 new units, and Austria may build 1 new unit. Germany and Turkey must each remove 1 unit. The deadline for these winter

moves is **June 20, 1982** I will then pass them on to the players and the deadline for Spring, 1903 will be **July 10, 1982**.

PRESS:

Abdullah to maybe ally: Sorry- if still alive, next time. Too little time home-vacations you know.

France: What German Army? I don't see a German Army. (If we ignore it maybe it will go away...)

Paris-Constantinople: The situation looks grim, eh? Sigh.

Paris-Rome: Would you believe we're here for some sunny weather? No? Oh well... listen, if Germany took either Paris or Marseilles then I feel like an idiot and will tuck my tail between my legs and go home - if not, then here's to a good war!

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1981KE "Fall, 1902"

COUNTRIES TO HOLD MEETING IN MUNICH

England (Martin): F Nth-LON; F WAL S F Nth-Lon; F_NRG-Nth; A_Nwy-Swe.

France (Morris): F Bre-MID; A BEL & A SPA H; A BUR S GERMAN A Ruh-Mun; F_Lon_S_German_F_Den-Nth;

Germany (Ashley): F_DEN-Nth; F Kie-HEL; A HOL H; A_MUN-Sil; A_RUH-Mun.

Italy (Rauterberg): A_TYR-Mun; A Apu-TUN; F ION C A Apu-Tun.

Austria (Murray): A BOH S A Gal-Sil; A Gal-SIL; A Ser-TRI; F Alb-GRE; F Gre-AEG.

Rusasia (Carter): F_SEV-Bla; F_BUL(ec)_S_F_Sev-Bla; A RUM S F Bul(ec); F Swe-NWY; A FIN & A St.F S F Swe-Nwy

Turkey (B Lorber): F ANK S F Bla; F_BLA_S_A_Con-Bul; A_CON-Bul.

The English A Nwy is dislodged and annihilated. The supply center chart for 1902 is:

England: Home, Nwy (3). Even (1 anni).

France: Home, Bel, Por, SPA (6). +1.

Germany: Home, Den, Hol (5). Even.

Italy: Home, TUN (4). +1.

Austria: Home, Ser, Gre (5). Even.

Russia: Home, Swe, Rum, BUL, NWY (8). +2.

Turkey: Home, Bul (3). Even. (1 anni).

Russia may build 2 new units while France and Italy may each build 1 new unit. The deadline for these winter adjustments is **June 25, 1982**. I will then pass these on to the players and the deadline for Spring, 1903 is **July 10, 1982**.

PRESS:

England-GM: How am I supposed to diplomacize with two week deadlines? That's half the time I thought I'd get when I signed up. Really, this game is going poorly enough, I don't need you a attacking me too! (Go ahead -build that fleet Iceland!)

England-Germany: Under attack by one, if not two, Russian allies, and you still come after me. Sigh. The stories are right then, Dave Carter is a genius.

English_A_Nwy: Dave sure looks pretty impressive to me!

England-France: Go away!

Gm-England: I don't know why you are saying 2 week deadlines. I was late one time but it still gave you more than that. At least three weeks I thought.

France-Gm: "hurry Kane"? Booo Hiss!!

Russia: "hurry Kane?" Is that something like, "what's so great about neck?" Must be American humor?

Gm: That's what I like, Appreciation for my gems that I spew forth from my mouth!

Russia-Ft. Lauderdale: It's up to 45 degrees today. Summer 'I be here and I'll have to put the Cariboo net up?

+++++
1981IP "Spring, 1903"

PALTER FALTERS AND FALLS ASLEEP

England (Quirk): F MID H; F Nth-ENG; F Nwy-NTH; F Bar-NWY; A SI-P S-E Bar-Nwy.

France (Chisholm): A Bre-PIC; A PAR S A Bre-Pic; A Spa-GAS; A Mar-PIE; F Por-SPA(sc).

Germany (Knight): A BEL S A Bur; A BUR H; A DEN H; F Swe-BAL; A Ruh-MUN; A BER S A Ruh-Mun; A Mun-TYR.

Italy (Palter)?: NMR!!! A BOH, F TUS, F WES, & F TYN U, H.

Austria (Ozog): E ALB-Ion; A SER-Bul; A BUD-Rum; A VIE S Italian A Boh-Gal (nso).

Russia (Byrne): E RUM S Turkish A Con-Bul; A GAL S F Rum; A Sil-WAR; A MOS-St.E.

Turkey (Nadaner): A Con-BUL; A GRE S A Con-Bul; E EAS-Ion; E SMY-Eas; F AEG S A Gre.

Orders for Fall, 1903 are due by **July 10, 1982** to Ken Halpern, 11 Bellingham Lane, GN, NY, 11023.
PRESS:

Vienna: Eric Ozog sat at his desk brooding over how to defeat a Russian/Turkish coalition with the assistance of an incompetent Italian ally when his chief aide rushed into his office.

"My Lord Herr Burghermeister! See what Research & Development has invented in honor of your coming 21st birthday!" He placed the gift into the Austrian monarch's hands.

Ozog growled his disgust. "This looks like a little toy doll which looks like 'My Lady' in Moscow! An effigy of Byrne!" Before the aide could speak in protest, he added, "So what's it for? A fancy paperweight to place on my table as a constant reminder of my past errs in military planning and tactical inadequacies? A poor joke, that."

The aide looked hurt. "It's not just any toy, sir. Have you ever heard of Voodoo? Try it out!"

"All right." The Austrian leader roughed the doll around a bit and banged its head on the desk. "Okay. Maybe that'll shake her brains out on the floor."

Ozog didn't think that was good enough. He took the cigar out of his mouth and burned off its left leg. It smoked nicely. And that's when the thing bit him. Blame it on John Boardman's "supernatural"! "Ooooooooooch!!" Ozog threw it across the room, then clutched his thumb in agony. The doll landed in the corner, its Kathy-like eyes staring into space. My aide tried to keep a straight face. He'd better not laugh. Ozog growled a second time.

"I hate toys! And they hate me! Gary, take this down." He took out his note pad and began scribbling as...

Eric Ozog Quotes Famous Christmas Shows Dept:

"It's a difficult responsibility

When you report to the number one lawmaker, me

Let it be known throughout the land from sea to sea

There'll be no more toymakers to the king!"

Russia: I can't believe I'm still in this game! At the rate Kane changes HR's I hope you guys make my elimination quick. I mean anyone with access to a meter machine can send their orders the day after the deadline, set the machine for six days prior & get them accepted! I bet Michalski will love this!

Editor-Russia: (This is me, Eric) If you have complaints about my HR's why not tell me about them. What's more, not many people have access to Meter machines and if they did, I'd hope that they'd have more integrity than to use them as you suggested. And if they didn't, it still wouldn't work because as I said in my HR change, orders more than four days late would not be accepted under any circumstances which means it would have only three days to get here. And we all know how bad the USP"S" is!

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1981IM -The Great Neck Game. "Spring, 1905"

AUSTRIA AND ENGLAND HEADING TOWARDS GIBRALTAR

England (Bloom): F Lon-ENG; F Liv-IRI; A WAL-Smy(imp); F Nth-NWY;
F Den-NTH; F ST.P(nc) H; A BEL S GERMAN A Mun
(imp); F HOL & F BAL S F Kie; F KIE S RUSSIAN
A Ber.

France (B. Lorber): A BUR-Mar; A Gas-SPA; F LYO S A Gas-Spa.

Germany (S. Lorber):

Italy (Brooks): F Spa(sc)_h.

Austria (Nadaner): F Nap-TYN; F Ion-EAS; F Alb-ION; A GRE & A SER
S Russian A Bul; A Gal-BOH; A Boh-MUN; A TYR S
A Boh-Mun; A MAR-Spa.

Russia (Halpern): F Sev-BLA; A Ukr-SEV; A RUM S A Ukr-Sev; A BUL
S A Rum; F PRU S A Ber; A BER S Austrian A Boh-
Mun.

Turkey (Ferguson): F Con-AEG; F Bla-CON; A ARM-Sev.

The Italian F Spa()sc) is dislodged and retreats to Por
(players choice) and the German A Mun is dislodged and is removed
at the palyers choice also. I guess he wanted as quick and
painless a death as possible! Orders for Fall, 1905 are due by
June 25, 1982.

PRESS:

London: Let's keep to our deal shall we?

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Anduin as you may or may not know is published by me Eric Kane
(address on back cover) along with Brian Lorber (whose address is
somewhere else in this issue). Brian publishes Helcaraxe which is
a fully independant zine but is included with the overall price.
Subs for Anduin/Helcaraxe are \$6 for 10 issues, or \$11 for 20
issues. You might even be able to talk me into \$20 for 45 issues!
Currently, I have no openings for Regular Dip but I do have
openings for Anarchy (no game fee) (12 signed up at least), 1885II
(9 player variant, six signed up), and that's about it for now.
The gf for 1885II is \$2 + a \$3 NMR fee refundable upon completing
the game without NMR'ing.

Stand-by list: Add Kevin Stone & Rich Kovalcik to the Reg. Dip.
list. Thanks guys.

Change of addresses:

Kevin Stone, 2880 County Line Dr., Big Flats, NY, 14814

Roland Morris, 5921 NE 21st Way, Fort Lauderdale, FL, 33308

Peter Ashley, 2530 North Chelton Road, Colorado Springs, Colorado, 80909.

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Now, I bet your all wondering why the deadlines for the games are June 25 and July 10, well, this is because we are not putting out a June issue. Both Brian and I have major tests coming up and we can't afford to use time for Anduin/Helcaraxe. There will, however, be a July 1st and July 15th issue. The July 1st issue will contain HR's and a mailing list as well as winter moves for those games with winter turns coming up. The July 15th issue will be just like all the others and we'll be back to normal! Bye now!

Helcaraxe

Number III - May 15, 1982 - 1982AK, Camelot Kingmaker

Brian Lorber 7 Polo Rd, Great Neck, N.Y., 11023

A very quick issue this month; I have school finals as well as state and federal standardized achievement tests to take in 3 weeks and I have quite a job ahead of me. Eric has told me that he doesn't intend to put out a June issue and I agree wholeheartedly. By the end of June all my testing and end-of-year schoolwork will be done with and I can relax a bit. Because of this all deadlines will be July 9, 1982, at 6:00 PM EST.

The Letter Column

A Letter from Kevin Stone:

Dear Brian,

I recieved my copy of Anduin/Helcaraxe yesterday, and I'm pretty impressed. It looks very professional, although Eric did leave a few typos on the last page.

I am interested in a game of Diplomacy, but I'm broke till finals. If you will put me in a new game, I'll send a check for \$5.00 on May 13th. Yes, I'm good for it. If you do put me in a game... (preference list follows).

Now, going back to your introduction in issue #1 - have you ever considered a girlfriend? They are fun toys. The only problem is that a girlfriend is expensive.

I agree wth you that D+D is killing itself with commercialization. I played for awhile, but returned to diplomacy.

The second thing I plan to do when I get out of school is get a personal computer (the first thing is to get a car). How do you rate your Apple II? Why did you choose it over the rest of the market? Any comments you have will be appreciated. My purchase will probably be in four years, as I plan to go to Grad school.

Well, that's about my 20 cents worth. Take care and keep up the good work.

((Consider yourself signed up for a Diplomacy game, It will start as soon as I can get another person or two. As for girlfriends, I finally have money as I just got a job in an ice cream shop but now I have little time, It'll have to wait a bit. The only thing I can say about D+D is that I stopped in at my old elementary school a few months ago and found the kids who have my former second grade teacher split up into three groups during playtime. The first was playing with building blocks, the second with Lego's and Tinkertoys and the third with their 67th level you-know-whats in an adventure through a maze drawn on the floor.

As for my choice on the Apple computer, I don't know what to say- I could ramble on for hours (Ask Kane, He'll verify that) but let me just say that it is the most versatile system on the market, both in available software, programmability, word processing, and all other business and home uses.))

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1982AK

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Fall 1901

I'm afraid I have some very bad news. The game has to be delayed for a month due to an unfortunate circumstance. When Eric was addressing and mailing out the issues, he addressed Richard Hersbergers to: Santa Monica, Ca., instead of Santa Barbara, Ca. as it should have been. The Postal "Service" only sent it back as "no such address" a few days ago so there wasn't time to contact Rich before we had to mail this issue out. Therefore, I am delaying the game until next time. The new deadline for Fall, 1901 is **June 25, 1982**. Again I am most apologetic as is Eric. I have orders on file from everyone except Richard.

.....
Camelot Kingmaker -- Turn VI

Westmoreland (Ditter): Berkeley Holds.

Warwick (Hakey): Howard from Chester to 36 to 39. Hastings (new noble), from Tutbury to Newcastle to Shrewsbury (lay seige). Beaufort gains 20 Flemish Crossbowmen and 10 Saxons, takes road to Shrewsbury (lay seige). Courtney/Neville use road to Shrewsbury (lay seige).

Cult of Cthulhu (Cameron): Stanley and Le Michael hold.

Scrope/Grey from Kenilworth to 22 to St. Albans to London (Scrope lay seige).

Buckingham (Nadaner): Plantagenet (The new Constable of the Tower of London) from Wallingford to Windsor to London (inside). Stafford from Wallingford to Windsor to London (inside).

Cromwell (new noble) from Tattershall to Grantham to 7 to 14 to 13 to 18.

Crusader Rabbit (Murray): Plantagenet (Of York) from Ogmere to 40 to Cardiff to Usk to 27 to 28. Percy/Clifford/Greystoke/Audley from Kenilworth to 22 to St. Albans to London (Percy, Clifford, Greystoke lay seige).

As you can see, there's quite a mess in London this turn. Because nobles of two non-allied factions are in a square together combat ensues. Troop strength of Buckingham = 390. Troop strength of Crusader rabbit/Cult of Cthulhu combined force = 360. Buckingham arrived at London earlier in the turn and The alliance was not able to lay siege. And the attack card is: 3-1 victory. The forces weren't destroyed. However Percy, Scrope are killed in battle and all their possessions are returned to the crown deck.

Event cards

Buckingham: Plague in Cardigan and Swansea

Westmoreland: Plague in Berwick.

Crusader Rabbit: Mowbray to Framlingham, Marshall to thetford.

Warwick: Plague in Plymouth and Exeter.

Cult of Cthulhu: Gales at sea - no ship movement

You crown card for turn VI is

The deadline for turn VII is July 8, 1982.

Sorry for such a short issue. I hope never to have such a hectic week again! Next issue will be larger. (Not hard to promise!).

Good-Bye.

.....
Eric here again. Since Brian has some room left and I don't, I just thought I'd mention the Leeder polls. Yes, it's that time of year again, to let your opinion be heard. Rating is on a scale from 0 (the loworst) (that's lowest and worst put together, get it? Loworst! to 10 (damn good zine!). Please don't vote in fractions, for the slower of you out there, that means your choices are 1, 2, 3, 4, 5, 6, 7, 8, 9, & 10! Hyork Hyork! Please only rate those zines of which you have recieved enough issues to gain a fair opinion of them. The same goes for gms you vote for. Only ote for those under which you have recently played or currently playing under. You cannot rate yourself or your zine if you have one (shucks!). To help speed up the time involved, please alphabetize both lists and send them to: John Leeder, 605 15th st, NW Calgary, Alta, Canada, T2N 2B1. Make sure that it arrives before 6-30-82. Try and send a ballot in this year. It's much better to get the opinion of the entire hobby instead of just a select few. That's all folks!

ANDUIN #10 / HELCARAXE #3
c/o Eric Kane
109 Hicks Lane,
Great Neck, NY, 11024
USA
(516) 466-0797

FIRST CLASS MAIL

Send to:

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It's time to renew! _____

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